1	d4	b6
2	c4	e5
3	dxe5	Bb4+
4	Nd2	Nc6
5	g3	

By *fianchettoing* the bishop the character of the game have to differ in expression. White exerts no pressure in the game — opposite extreme of 5 Ngf3, 6 a3. He must have a secret and crafty stratagem intended to deceive Black by employing a tame opening.

5	...	Nxe5
6	Bg2	Rb8

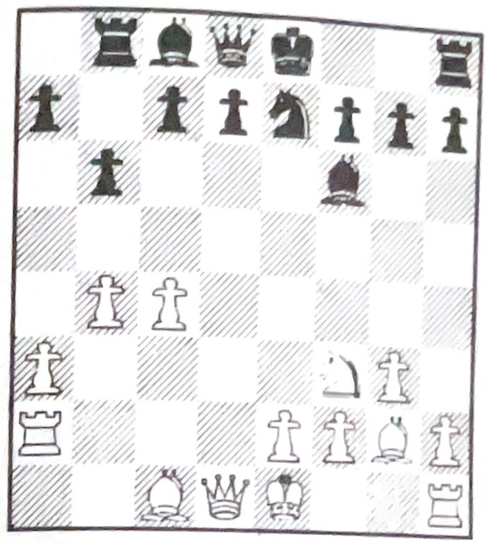
To the extent of blocking the long diagonal by way of 6 ... c6 Black will make it plain, in this alternative, that he will exaggerate his bishop (at a6) and position the queen's rook at c8. Black should then (assuming that his contentions will run smoothly) push the d-pawn to d5 to appease the c4-pawn to open ways for the black queen's rook and bishop and realize their full potential. 7 Qc2 (after 6 ... c6) 7 ... Ba6 8 b3 (White's liberty with 8 Qa4 is repressed by 8 ... Bxd2+ 9 Bxd2 Bxc4 10 f4 b5) 8 ... Ne7 (8 ... Nf6 9 Bb2 Ng6 10 Ngf3 0-0 11 0-0=, the game looks easy but both sides can create unexpected difficulties) 9 Bb2 f6 10 h3 Rc8.

7	b3	

The following are equally better options:

a) 7 **Qc2**, e.g. 7 ... Bb7? 8 Bxb7 Rxb7 9 Qe4.

b) 7 **a3** Be7 (7 ... Bxd2+? 8 Qxd2 with force, e.g. 8 ... Nxc4? 9 Qc3) 8 b4 Bf6 (8 ... Nf6?! 9 Bb2 Ng6 when Black's dark-squared bishop evidently becomes inferior to White's) 9 Ra2 Ne7 10 Ngf3. White cannot avoid simplifying exchanges, 10 ... Nxf3+ 11 Nxf3



11 ... d5! 12 cxd5 (12 Qa4+? Bd7 13 Qxa7?? Ra8 14 Qb7 Bc6) 12 ... Qxd5 13 Qxd5 (13 Rd2? Bc3, and others, 13 Qc2? Bf5 14 Qxc7?? Rc8; 13 Qa4+? Bd7 14 Qxa7?? Ra8) 13 ... Nxd5 14 Bb2. Chances are no worse for Black.

7	...	Nf6

7 ... Qf6?! 8 Rb1.

8	a3	Bxd2+

8 ... Be7?! 9 Bb2 Ng6 10 Qc2 0-0 11 e4 d6 12 Ne2 Re8 13 Nd4 Bd7 14 0-0 a6 15 b4. Although Black is somewhat cramped, nonetheless, he can use the e4-pawn as a target to restrain White from further advances.

9	Qxd2	

Better than 9 Bxd2.

9	...	0-0
10	Bb2	Re8
11	Nh3	

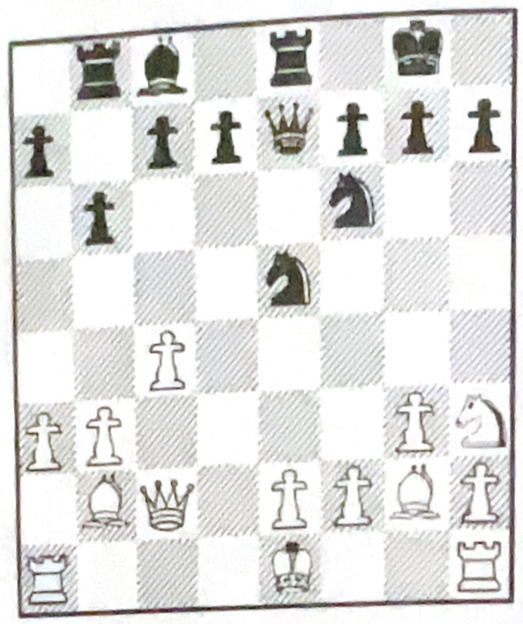
White had to avoid an exchange with 11 Nf3,

otherwise his edge would have rusted and further on.

11 ... Qe7

The idea is ... b6-b5. Inopportune as it would be if 11 ... d5 when 12 Nf4 would not warrant 12 ... dxc4 due to 13 Qxd8 Rxd8 14 Bxe5.

12 Qc2



Still, Black lacks the requisites to harm the opponent's uncastled king in spite of his well-positioned heavy pieces and knights influencing vital light squares. The enterprise with the pawn offer 12 ... d5 will not sell as it lacks finish: 13 cxd5 N5g4 (13 ... Bxh3 14 Bxh3 Nf3+ is of no moment for Black, 15 Kf1 Ng5 16 Bg2 when Black finds himself mourning for his d-pawn; if 14 ... N5g4 White would have then proceeded placidly with 15 Rd1 . . . and break the double pair with either B(b2)xf6, or B(h3)xg4) 14 Rd1 Bb7 15 Rd2 Rbd8 16 Nf4. Black can recover that which last offered with ... g7-g5, but will make thin his kingside.

The text is cautious enough — preventative of 12 ... b5.

WHITE can boycott the gambit and avoid its sting — inborn initiative and as an outgrowth predispose for action.

Game Ten

1 d4 b6
2 c4 e5
3 d5

White wants to hem in Black's queen's bishop, as it is intended at b7 or irregularly whenever practicable at a6 *(exaggerated fianchetto).*

Where the squares b7 and a6 are no longer feasible the bishop returns or remains on its original square until it moves to its left wing (... Bd7 or ... Bf5, or ... Bg4); then in that case Black's very first move, theoretically, and on its face, loses justification.

3 ... Nf6
4 Nc3 Bc5

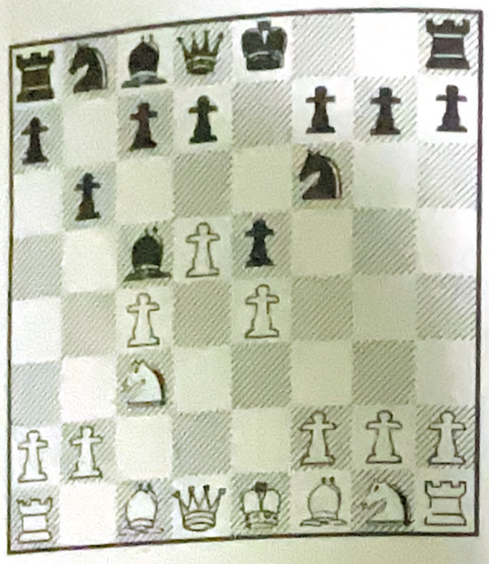
The alternative 4 ... Bb4 appears to be extravagant as White can bear up with the gradual pace 5 Bd2 and 6 a3 succeeding if only to have a good exchange at c3 (6 ... Bxc3 7 Bxc3).

5 e4

(see next diagram)

5 Nf3 is a doubtful White line: 5 ... e4 6 Nd4 (6 Ng5 e3!?) 6 ...Ba6 7 e3 (7 Bg5? Bxc4 8 Nxe4?? Nxe4 9

Bxd8 Bb4+, etc.) 7 … c6!



5 … Bd4!

Shrewd and original maneuver. It is shrewd because it prepares the tight gripping bind … c7-c5 to perpetuate a keep in the hand of the opponent's d4 - square (see immediately proceeding notes). It is an original maneuver because it blatantly defies basic opening principles —though doubtful it would seem for the reason that the text also carries with it the indirect attack against e4 — 4 … Bc5, 5 … Bd4, same piece in no pause within 5, and yet obtaining a good position!

6 Nb5

Attests to the shrewdness of the bishop's crossing the bar. White fully recognizes Black's tough and rough duo, bishop (d4) and c-pawn. 6 Nf3 c5 7 dxc6 (if 7 Nxd4 exd4 8 Nb5 d6, a protected passed pawn is the result) 7 … dxc6 8 h3 h6 9 Qc2 0-0. Black has a positional flexibility advantage.

6 … Bc5

Should the white knight hops back to c3: Black is

resolved to repeat a position with … Bd4. Venturesome is 6 … c5, 7 Nd6+ Kf8 8 Bd3 when it is to be doubted if the bishop's influential post at d4 can make restitution for Black's king's deliberate relinquishment of his castling rights.

7 d6

7 Bg5 Bb4+.

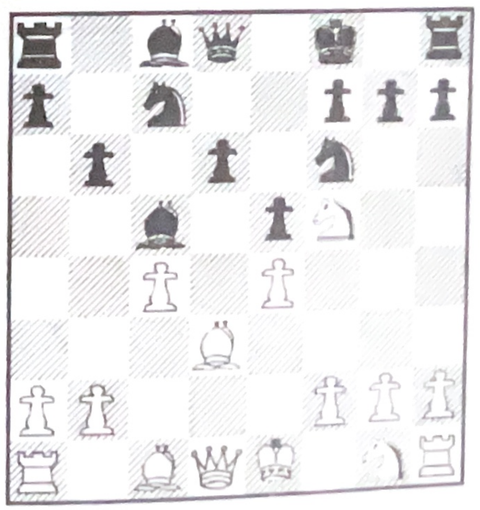
7 … Na6

7 … cxd6 (7 … c6?? 8 Nc7+) 8 Nxd6+ Bxd6 9 Qxd6 Qe7 10 Qxe7+ Kxe7. White's bishop tandem and Black's liability of a backward pawn on an open file gives the former strong winning chances.

8 dxc7

Or else … c7-c6 comes next for Black.

8 … Nxc7
9 Nd6+ Ke7
10 Nf5+ Kf8
11 Bd3 d6



When White does not seem to benefit from Black's king's waiver. Black's knights and bishops have greater

activity than White's. Perhaps White could have echoed moves with 11 Nd6.

Retro IV

Rainier Labay gives a material analysis: **3 ... Bc5** (alternative to **3 ... Nf6**) enfranchising Black's next, 4 e4 f5! 5 exf5 (for Black would otherwise play ... f5-f4) 5 ... Nf6 6 Nc3 0-0 and now the threat ... e5-e4 and/or ... Bxf5 (after ... d7-d6) hangs in the air. It must appear on White that he can no longer provide a complete plan for his game. That being so, let us have a look at a Black drawing card: 7 g4 (7 Bd3 e4!) 7 ... d6 8 g5 Bxf5!

Game Eleven

1	**d4**	**b6**
2	**c4**	**e5**
3	**d5**	**Nf6**

The whim with 3 ... c6 leads to unpleasant commitment after 4 Nc3 Ba6 5 e4 Ne7 6 Nf3 d6; equally undesirable is the alternative 6 ... cxd5 seeing the recapture 7 Nxd5. 7 dxc6 (after 6 ... d6) saddles Black to care for a weakling pawn on an open file; while 7 Bd3?! let go the opportunity clearly laid out for him after 7 ... cxd5 8 cxd5 (8 exd5? allows Black to advance and expand on the kingside with 8 ... Bc8! 9 h3 h6 10 0-0 g6) 8 ... Bxd3 9 Qxd3 Nd7=. 7 ... Nbxc6 (after 7 dxc6) 8 Be2 h6 9 0-0 g6 10 Qa4

(10 b4?! Bb7) 10 ... Bb7 11 Rd1 a6 deters the knight to jump over to square - b5, but this rational move maybe too late for 12 Be3. Black must struggle to find the defense line to hold his ground.

4	**Nc3**	**Bc5**
5	**e4**	**c6**
6	**Bg5**	

Intending to terrify Black.

6	**...**	**h6**
7	**Bh4**	**cxd5**
8	**cxd5**	

With which to recapture? 8 exd5 d6 9 Nf3 (b2-pawn on the alert) 9 ... 0-0 10 Bd3 (10 Ne4 Bb4+) 10 ... Bg4 (10 ... g5? fails to consider how much the resulting pin affects . . . king safety, 11 Nxg5 hxg5 12 Bxg5 with White taking a strong attack; Black may, however, kill the tension with 12 ... Bxf2+, but after 13 Kxf2 Ng4+ 14 Qxg4 Bxg4 15 Bxd8 Rxd8 16 h3! Bd7 17 g4 White's victory is in the bag) 11 Bxf6 is quite compelling (if 11 h3 Bh5, when 12 g4 would seem to be improbable) 11 ... Qxf6 12 Be4 (12 Ne4? Qf4 with a plus; 12 ... Bb4+, but this cannot be correct because of 13 Kf1 and then a2-a3) 12 ... Qe7 13 h3 Bc8 (13 ... Bh5 14 Qc2 proves the wrong retreat) 14 Bc2 when Black's ... f7-f5 appears more threatening than White's a2-a3.

8	**...**	**d6**
9	**b4**	**Bd4**

9 ... Bxb4?? 10 Qa4+.

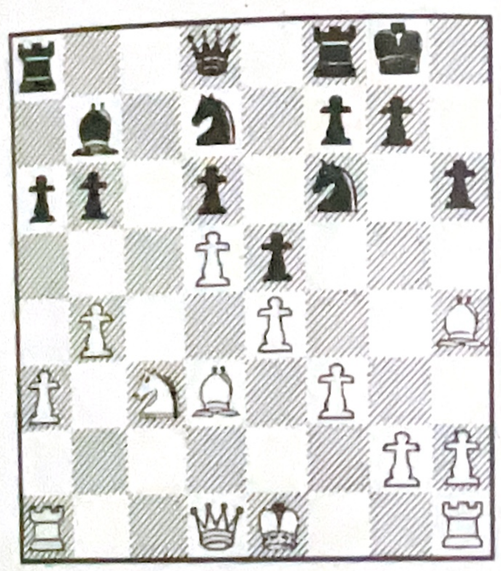
10	**Nge2**	**Bxc3+**
11	**Nxc3**	**a6**
12	**Bd3**	

White secures the two-bishop advantage, but whether they can retain their force for a long time pose doubts. 12 Rc1 0-0 13 f3 (13 Qc2 Nbd7 14 Ne2 Bb7 15 Qc7 Qxc7 16 Rxc7 Rab8 and Black's king's rook goes on for another exchange with … R(f8)-c8 to equality) 13 … Nbd7 14 Bd3 b5.

12	**…**	**0-0**
13	**f3!**	

13 Rc1 Nbd7 14 Qc2 Bb7. Black will continue with the equalizing … Qb8 then … R(f8)-c8 follows through.

13	**…**	**Nbd7**
14	**a3**	**Bb7**



White can begin a kingside aggression with g2-g4, h2-h4 after 15 Bf2. But, this has the drawbacks of forfeiting his short-castling rights. In this view, Black can draw up a diversionary tactics on the queenside with … b7-b5, … Rc8 and, … Nb6, the roundabout to also put the uncastled opponent's king in jeopardy.

Though quite evident to the unrestrained practical

player — it is advice of White to castle his king to the kingside, to stay safe and sound, and opt for positional play.

Game Twelve

1	**d4**	**b6**
2	**c4**	**e5**
3	**d5**	**Nf6**
4	**Nc3**	**Bc5**
5	**g3**	

White has in mind the good development plan Bg2, e2-e4, N(g1)-e2, f2-f4; with the d5- square as his strong point he can come off well.

5	**…**	**Bb7**
6	**Bg2**	**c6**
7	**e4**	

Risk goes with 7 Nf3 and after 7 … e4 8 Ng5 Black has 8 … e3; whatever, White may gobble up the pawn. Either 9 fxe3 or 9 f3 leads to consequential complications and a very difficult game with the points at d5 and c6 intensifying the ensuing conflict. 7 d6 is dubious and premature and after 7 … Na6 8 Nf3 (8 Bg5? permits 8 … Bxf2 + 9 Kxf2 Ng4+) 8 … Qb8 9 Nxe5 Bxd6 leveling.

7	**…**	**cxd5**
8	**exd5**	

8 cxd5?! allows Black to break loose from cramped quarters with 8 … a6! 9 Na4 (9 Nge2 b5) 9 … Bb4+ 10 Bd2 Bxd2+ 11 Qxd2 d6 gives Black a slight plus.

8 … 0-0
9 Nge2 Be7

The underlying thought behind this move is that after 9 … d6, 10 a3 forces an inferior move 10 … a5 and thereby creates a serious hole on the b5-square. The repositioning will not rid Black's apprehensions.

10 0-0 d6
11 f4

Black drifts abruptly into a critically cramped position.

Retro V

Just where did Black go wrong? Black's 5th was at fault. To correct, we consult the first work (prose, notations, and symbols now added): **5 … Ba6!** is fast to react and worth a try to pierce through the a6-f1 diagonal with … c7-c6, … c6xd5, and begin to wring open the c-file with … d7-d6, … Nbd7, … Rc8. 6 Qd3?! (6 e4 Bd4 7 Bd3 =; 7 N1e2 c5 = 8 Qd3) 6 … c6 7 Bg2 cxd5 (7 … 0-0 8 Nf3 Re8 9 e4=) 8 Nxd5 Nxd5 9 Bxd5 Nc6 10 Nf3 Nb4 11 Qe4 Nxd5 12 Qxd5 f6 12 Bd2 (=+), with a slight advantage to Black.

Game Thirteen

1 d4 b6
2 c4 e5
3 Nf3

Straight development and relies solely on the extra move.

3 … Bb4+

3 … e4, see *Game* after this.

4 Bd2

Equally preferred and the final alternative is 4 Nc3: 4 … exd4 5 Nxd4 to perhaps the good chance of a different black king's knight position, 5 … Ne7 (on 5 … Nf6 White will possibly go for the irritating 6 Bg5). At the same time, giving the half-open f-file a good chance too after (of course) … f7-f5. 6 e4 (after 5 … Ne7) 6 … Bb7 7 Bd3 Bxc3+ (it cannot sit on the b4-square one move longer for White would have to play the far-reaching 8 Bd2 after, for example, 7 … 0-0) 8 bxc3 d6 9 0-0 Nd7 10 f3. White could prosper on the b-file if he is not crossed.

4 … Bxd2+
5 Qxd2

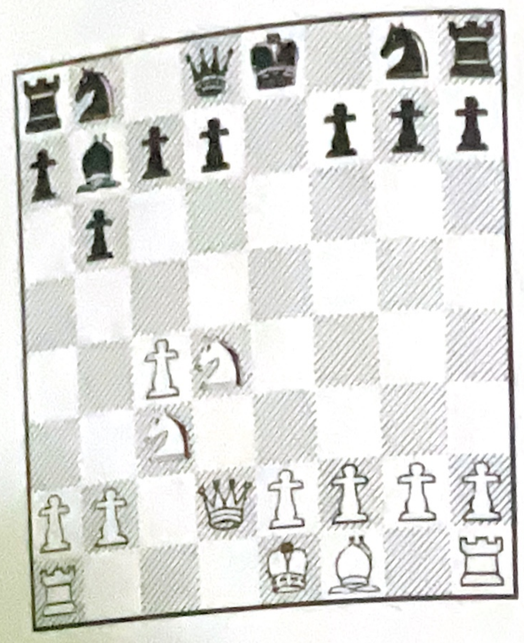
The quiet but practicable 5 Nbxd2 is worthy of notice: 5 … exd4 6 Nxd4 Ne7 (since White's queen's bishop is already absent 6 … Nf6 can now be relied on, 7 e4 0-0 8 Bd3 Bb7 9 0-0 Re8 10 Qc2 d6 11 Rae1 Nc6 forces a second piece exchange that will mean dissipating White's initiative; whether 12 Nf5 Black has 12 … Nb4) 7 e4 Bb7 8 Bd3 0-0 9 0-0 leads to equality at best.

5 … exd4

5 … e4? oblivious of the pretty white queen move 6 Qf4! . . . pushes Black's position rather offside — what's inside this "suspension points?:" 6 … d5 7 Nd2 c6 (7 … Nf6?, indifferent trade off of a pawn for no return, 8 Qe5+ Qe7 9 cxd5; 8 … Kf8 9 cxd5) 8 Qe5+ Kf8 9 Nc3 Nf6 10 e3.

6 Nxd4 Bb7

7 Nc3



7 ... Ne7!

The straightforward 7 ... Nf6 gives White a free hand on the f5-square for his knight, 8 0-0-0! 0-0 9 f3 (serving to shore up the e-pawn) 9 ... Nc6 10 Nf5 d6 11 e4. White's indisputable d-file control derived from central domination and advantage in space and activity grants him kingside aggression starting with g2-g4. h2-h4, etc.; while Black will find it very difficult to create centre or queenside counterplay.

8 e4 0-0
9 Be2 Nbc6

White has a slight initiative yet difficult to maintain.

Game Fourteen

1 d4 b6
2 c4 e5

3 Nf3 e4
4 Ng5

4 Nd2? e3! 5 fxe3 — the obvious disadvantages of the doubled pawn is enough compensation for the pawn given up.

4 ... f5
5 Nc3 Nf6
6 f3

White must be anxious about the stifling effect of Black's e-pawn. The postponement of this action for another time may prove to be very costly.

6 ... Bb7

Understandably Black cannot afford to play 6 ... exf3. The alternative 6 ... h6 is weak and enfeebles Black's kingside, 7 Nh3 c6 8 Nf4 (White gains time in occupying a good post for his knight) 8 ... Bb4 9 h4 Bxc3+ 10 bxc3 Bb7 11 Ba3 Qc7 12 e3 Na6 13 fxe4 fxe4 (13 ... Nxe4 14 Qh5+) 14 Be2 c5 15 h5 0-0-0 16 d5 (prudent, as Black is already contemplating the freeing ... d7-d5) 16 ... Qe5 17 Qd2 Qg5 18 0-0-0.

White's strong knight outpost and his potential to break up Black's queenside with a2-a4, a4-a5 (let pass B(a3)-b2/c1) give him a strong upper hand.

7 fxe4

7 d5? allows Black to equalize with 7 ... Bb4.

7 ... Nxe4

7 ... fxe4? 8 d5 Bb4 9 Qc2 0-0 10 Bd2 and Black's king's pawn is left *en prise*.

8 N5xe4 fxe4
9 Bf4 Bb4
10 e3 Bxc3+

11 bxc3 0-0
12 Be2

White loses precious tempi in the line 12 Qh5; consequently a gain of tempos for the opponent, 12 ... d6 13 Be2 Nd7 14 0-0 Nf6 15 Qh4 h6! White must not wager on 16 Bxh6 gxh6 17 Qxh6 Qe7 18 Rf5 Nh7.

12 ... g5?

Wrong piece upped — but appears to be reasonable as it prevents White from castling short. What was Black up to?

13 Bg3 d6

14 Kd2!

The white king finds an arbor and, causes to make a detour for his queen and a1-rook, the pass to the resultant offense posts. Here and now, while the white king seats in quiet spell he threatens a powerful attack beginning with h2-h4. Of this, to his concern, Black must search for the magic defense.

Black thought for a while 14 Bf2 Qe7 15 0-0 and with 15 ... Nc6 he can pile up pressure on White's c4-pawn.

12 ... Nc6! (instead of **12 ... g5?**) was indicated.

Game Fifteen

1 d4 b6
2 c4 e5
3 e3

Meaning to deceive Black?, perhaps. Could we expect the support of White players? What if the handler is a strategist, why not?

3 ... Bb4+
4 Nc3

4 Bd2?! Bxd2+ 5 Qxd2 exd4 6 exd4, alternatively:

a) **6 ... Nf6:**

i) 7 **Nf3** d5= 8 Be2 dxc4? 9 0-0.

ii) **7 d5** (if White can keep a piece at d5 for a long time well and good) 7 ... 0-0 8 Nf3 Re8+ 9 Be2 Ne4 10 Qc2 c6 11 0-0 Bb7 12 Rd1 Qe7 =; the d5- pawn has to acquiesce and vacate the square.

b) Black's **6 ... d5** seizes the occasion to saddle White with an isolated pawn, but this is not immediately material:

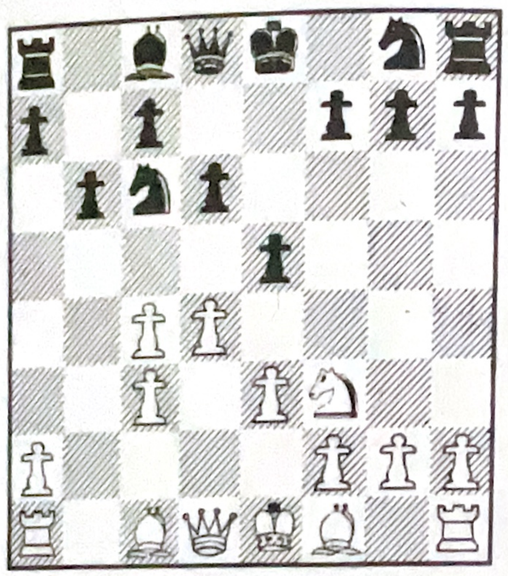
i) **7 cxd5** Nf6 (7 ... Qxd5?! 8 Nc3 hitting the queen with consequent gain of tempo; 8 ... Qd8 9 Bc4 Nf6 10 Nf3 0-0 110-0 Bb7 12 Qf4 is opportune, but Black has a counterpoise 12 ... Nh5! 13 Qg4 Nf6 14 Qf4 Nh5 drawing; 12 ... Nbd7? 13 Ne5! hands White a strong initiative) 8 Bb5+ Bd7 9

Bc4 0-0 10 Ne2 (10 Nf3? Re8+ 11Ne5 Ng4) 10 ... b5 11 Bb3 Bf5 leads to an interesting extension (if we must).

ii) 7 **Nf3** Nf6 8 Qe3+ Qe7 9 Qxe7+ Kxe7 10 Nc3 Bb7, a preliminary to a well timed ... dxc4 isolating White's d-pawn. 10 ... dxc4? (unready now) 11 Bxc4 c6 12 Ne5 Rd8 13 0-0-0 Be6 (13 ... Nd5 14 Nxc6+!, etc.) 14 Bxe6 fxe6, and Black must endure a distinct weakness as after 14 ... Kxe6 loses decisively to 15 Rhe1.

4 ... Qe7

Frustrating White's ideal development plan of Bd3, Nge2. 4 ... Bxc3+? is fruitless; the bishop could have tarried until the jabber a2-a3 comes. 5 bxc3 Nc6 6 Nf3 d6



7 c5! promptly forges ahead and improves White'sstructural creation of avenues for his pieces as this move forces two-pawn exchange; 7 ... exd4 8 exd4 (8 cxd4 forbids his c-bishop to its best diagonal c1-h6 and allows the black queen to occupy a good defensive post 8 ... Qf6!) 8 ... dxc5 9 Bb5 Bd7 10 dxc5 Nge7, when your position is bad the "only move" is not difficult to see; 11 Ba3 0-0 (11 ... a6 12 Bd3 Bf5 13 Bxf5 Qxd1+14 Rxd1

Nxf5 15 0-0; or 12 ... b5 13 Bb2 with the idea of a2-a4) 12 0-0 a6 13 Bd3 Re8 14 Qc2. Black worries about falling apart.

5 a3

A full jab! gets rid of the pinning bishop — because the bishop on pin activity tends to retard White's early development. 5 d5? unwisely fixes the queenside thereby releases Black from the trouble of defending the critical c5 and b6 squares; 5 ... Bxc3+ 6 bxc3 d6, thus Black can begin kingside aggrandizement bearing in mind a well-timed ... f7-f5. 7 Nf3 (7 a4? a5 is a coupling to isolate the one coupled!) 7 ... Nf6 8 Qc2 a5 9 e4 h6 10 Bd3 Na6 11 Ba3 Nfd7 12 0-0 0-0 13 Nd2 Qg5.

5	**...**	**Bxc3+**
6	**bxc3**	**d6**
7	**Nf3**	**Nf6**
8	**a4**	**a5**
9	**Ba3**	**Nfd7!?**

"Retreating is the greater to advance" is very often true in chess. The retreat combines attack— Black fell short of time, meaning development, to die out the opponent's king — and defense. Though the retreat was almost inadequate for defense, yet completely helped Black at the earliest opportunity to push with ... f7-f5 (**12 ... f5**).

9 ... Nbd7 10 Be2 0-0 11 0-0 is quite unclear.

10	**Be2**	**Nc6**
11	**0-0**	**0-0**
12	**Nd2!**	**f5**
13	**Nb3**	**Rf6**
14	**c5**	**Rh6**
15	**f4**	

Wisely, White pauses to deaden Black's direct attack before he shall proceed with his own queenside action.

15 ... exf4
16 exf4 Qe3+
17 Kh1

17 Rf2? Nf6! (17 ... Rxh2?? 18 Bc4 + Kh8 19 Qe2!).

17 ... Qg3

Good, but there are no other good moves. 17 ... Qxc3?? 18 Rf3.

18 h3

Black must secure a mandatory three-fold repetition of position; his queenside helplessness compels him to.

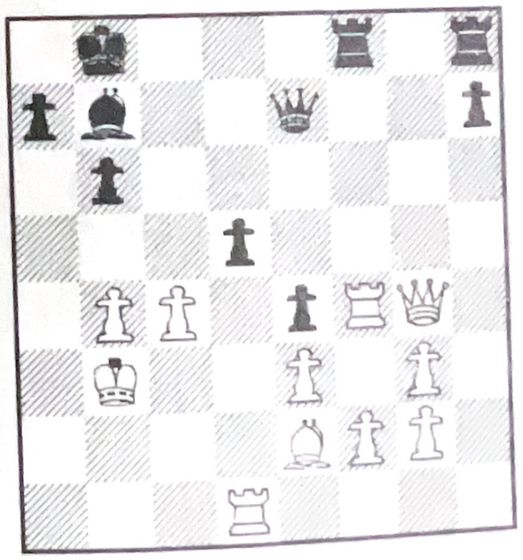
18 ... Rxh3+
19 gxh3 Qxh3+
20 Kg1 Qg3+

Appendix

IV Grand Asian Chess Challenge
Kuala Lumpur, Malaysia
October 28, 1999

White	Black
GM Dashzeveg Sharavdorj	**NM Romeo Alcodia**

1 d4 b6 2 c4 e5 3 dxe5 Nc6 4 Bf4 Nge7 5 Nf3 Ng6 6 Bg3 Bb4+ 7 Nbd2 Qe7 8 a3 Bxd2+ 9 Qxd2 Bb7 10 0-0-0 0-0-0 11 Qc3 Rde8 12 Rd5 Nd8 13 Rd3 Ne6 14 b4 Ng515 Nxg5 Qxg5+ 16 Rd2 Qf5 17 e6 fxe6 18 Qxg7 e5 19 Qh6 Nf4 20 e3 Nh5 21 Bd3 e4 22 Be2 Nxg3 23 hxg3 Qe5 24 Kc2 d6 25 Qf4 Qe7 26 Rh4 Kb8 27 Rd4 Qg7 28 Qg4 Qe5 29 Rh5 Qe7 30 Rf5 Ref8 31 Rf4 c5 32 Rd1 cxb4 33 axb4 d5 34 Kb3



34 ... a5? [34 ... Rc8! could have made Sharavdorj's game indefensible] **35 bxa5 bxa5 36 Ka2 Rd8 37 Qh5 dxc4??**

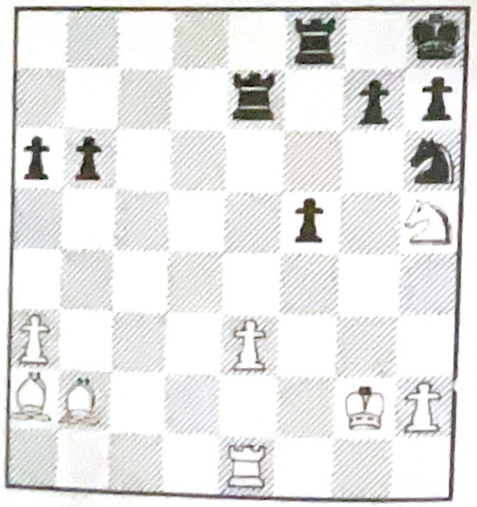
[37 … Qb4! 38 Qe5+ Ka8 39 Rb1 Qa4+ 40 Kb2 Rb8 Δ … Bc6-+—Alcodia] **38 Rf7 1-0** [if 38 … Qb4 39 Rxb7+! Kxb7 (39 … Qxb7 40 Rb1 Rd2+ 41 Kal+-) 40 Rb1].

National Open
Manila, Philippines
April 14, 1999

White
IM Barlow Nadera

Black
NM Romeo Alcodia

1 c4 b6 2 d4 e5 3 dxe5 Bb4+ 4 Nd2 Nc6 5 Ngf3 Qe7?![5 … Nge7 was best!] **6 a3! Bc5 7 b4 Nxe5 8 Qb3 Bd6 9 Bb2 f6 10 Nd4 Nh6 11 Nb5 a6 12 Nxd6+ Qxd6 13 Rd1** Qe7 **14 f3 Bb7 15 e3 d6 16 Be2 Nef717 0-0 0-0 18 Rfe1** Rae8 **19 Nf1 Kh8 20 Qc3 Qe5 21 Qc2 Qg5 22 Bc1 f5 23 c5 dxc5 24 bxc5 Ne5 25 cxb6 cxb6 26 Ng3 Qg6 27 Bb2** Qe6 **28 Qc7 Re7 29 Qd6 Nef7 30 Qxe6 Rxe6 31 Bc4** Re7 **32 Nh5 Ne5 33 Ba2 Bxf3 34 gxf3 Nxf3+ 35 Kg2 Nxe1+ 36 Rxe1**



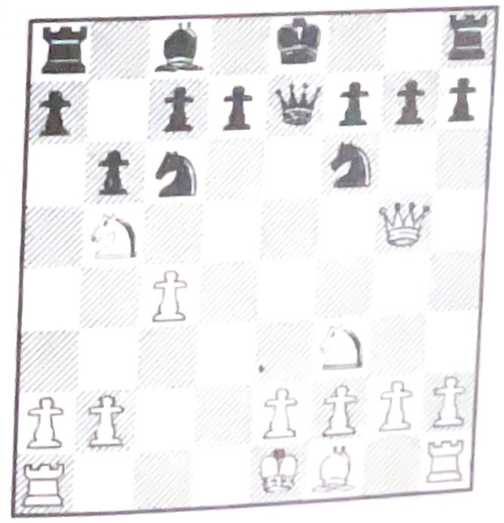
36 … Rc8?? [36 … Rd8! puts a crimp in the trumps in the white position, 37 Re2 Ng4 38 h3 (38 Kf3? Rd3) 38 … Ne5 (38 … Nxe3+?? 39 Rxe3 Rxe3 40 Bxg7#) 39 Nf4 (frustrates the success of … b6- b5, … Nc4) 39 … Nd3 (39 … b5 40 Nd5+-) 40 Nxd3 (40 Nd5 is crushed effortlessly by 40 … Rxd5 41 Bxd5 Nf4+-+) 40 … Rxd3 41 Kf3 b5 when Nadera's initiative rather crude] **37 Bb3 Ng4 38 h3 Ne5 39 Rf1 g6 40 Nf4 Kg7 41 Bd4 b5 42 Nd3 1-0**.

Rapid Game
Baguio City
April 02, 2002

White
Edgar Allan Tracy

Black
Edwin Cortez

1d4 b6 2 c4 e5 3 dxe5 Bb4+ 4 Bd2 Bxd2+ 5 Qxd2 Qe7 (a) 6 Nf3 Nc6 7 Nc3 Nxe5 8 Qd5 Nc6!□ (b) 9 Nb5!? Nf6 10 Qg5



10 … h6!▫(c) 11 Qxg7 (d) Rh7!▫ (e) 12 Nxc7+?? (f) Kd8 13 Qg3 Ne4 14 Qg8+ Kxc7 15 Qxh7 Qb4+ 16 Kd1 Nxf2+- + 0-1.

(a) 5 … Nge7!

(b) 8 … Nxf3+? 9 Qxf3+- Δ 10 0-0-0, e2-e4.

(c) 10 … d6?? 11 Nxc7+! Qxc7 12 Qxg7.

(d) 11 Nxc7+?? Kd8 12 Qg3 [12 Qxg7 Rg8] 12 … Ne4 13 Qxg7 Kxc7 14 Qxh8 Qb4 + 15 Kd1 Nxf2 +-+.

(e) 11 … Rg8? 12 Qxh6 Rg6 13 Qd2±.

(f) 12 Qg3 d6 [Δ … Bb7, … 0-0-0=∞] 13 Qf4 [13 Qh4 Nb4!▫=∞] 13 … Nb4!▫14 Qd2▫ a5=∞.

THE CORTEZ GAMBIT CONFRERE

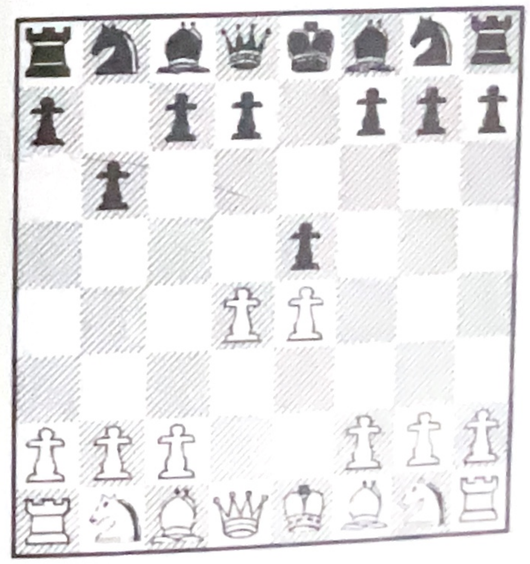
EZ 1 e4 b6 2 d4 e5

EDWIN CORTEZ

After the introductory move **1 d4 b6**, a queen's pawn opening player would probably proceed with **2 c4**. If White is not steadily directed, fundamentally best, he would lay his hands on a king's pawn opening, **2 e4**. If he had **1 e4** opened up instead, little we can expect **2 c4**.

That's quite a lot difference between **1 d4 b6 2 c4 and 1 e4 b6 2 d4!**

1 d4 b6 2 e4 e5 3 dxe5/1 e4 b6 2 d4 e5 3 dxe5:



EZ-e4 1.0

3 … Nc6 4 Nf3 Nge7!▫ 5 Bf4 (1.1) Ng6 6 Bg3 Bb4+! 7 c3 Bf8 (1.2) 8 h4 (1.3) h5 (1.4) 9 Be2 (1.5) Qe7 (1.6).

(1.1) 5 Be2 Ng6 6 0-0 Be7! (6 … Bc5?!) 7 Nc3 0-0, e.g. 8 Nd5 Re8 9 Bb5 Bb7=+.
(1.2) Δ … Qe7 (x) e5; 7 … Be7? 8 h4!
(1.3) 8 Nbd2 (8 c4 Bb4+!□) 8 … a5!□∞.
(1.4) 8 … Qe7? 9 h5 N(g6)xe5 10 Nxe5 Nxe5 11 Qd5.
(1.5) 9 Bb5:
(a) 9 … Bb7 10 0-0 Qe7 11 Bxc6 dxc6!∞.
(b) 9 … Qe7? 10 e6!:
(b1) 10 … Qxe6 11 0-0 a6 12 Ba4 ±/+-.
(b2) 10 … fxe6 11 Bxc7 e5 12 Na3 a6 13 Nc4 Qe6 14 Bxc6:
(i) 14 … dxc6 15 Nd6+ Bxd6 (15 … Kd7 16 Ne8+ Kxe8 17 Qd8+ Kf7 18 Ng5+, etc.) 16 Qxd6+-.
(ii) 14 … Qxc6 15 Nd6+ Ke7 (15 … Bxd6 16 Qxd6 Qxe4+ 17 Kf1+-) 16 Qd5!+- Qxc7? 17 Qf7 + Kxd6 18 Rd1+.
(1.6) (x) e5, e.g.10 Bb5 (10 Bc4 Bb7) 10 … Bb7 11 Bxc6 (11 Qd5? 0-0-0)11 … dxc6!

EZ-e4 2.0

3 … Nc6 (2.1) (2.2) 4 Nf3 Nge7 (2.3) (2.4) 5 Bf4 Ng6 6 Bg3 Bb7 7 Bb5 (2.5) Qe7 8 Bxc6 dxc6! (2.6) 9 0-0 (2.7) h5! 10 h3 (2.8) h4 11 Bh2 Qc5! (2.9).

(2.1) 3 … Bc5? 4 Qg4!±.
(2.2) 3 … Qe7? 4 Nf3 Nc6 5 Nc3 Nxe5 6 Nd5 Nxf3+ (6 … Qd6 7 Nxe5 Qxe5 8 Bf4! Qxe4+ 9 Qe2!+-) 7 Qxf3+- Qc5 8 Bf4 Bd6 (8 … d6 9 b4 Qc6 10 Bb5!) 9 e5 Bb7 10 Nf6+ gxf6 11 Qxb7, etc.
(2.3) 4 … Bc5? 5 a3! (Δ b2-b4) 5 … a5 6 Nc3 h6 (6 … Nge7 7 Na4±/+-) 7 Bc4 Nge7 8 Na4±/+-.
(2.4) 4 … Bb7? 5 a3! Nge7 6 Bf4 Ng6 7 Bg3± Qe7 8 Nc3

N(c6)xe5 9 Nxe5 Nxe5 10 Nd5 Bxd5 (10 … Qd6 11 Qh5 +-) 11 Qxd5 Nc6 12 Bxc7+-.
(2.5) :
(a) 7 Bc4 Qe7 8 Qd5 Na5□ 9 Qd3 Nc6 (9 … Nxc4? 10 Qxc4±) 10 Qd5 Na5=.
(b) 7 Bd3 Qe7 8 Nc3 N(c6)xe5=.
(c) 7 Nc3 Bb4=.
(2.6) 8 … Bxc6? 9 Nc3± Δ Nd5.
(2.7) :
(a) 9 Qe2 h5 10 h3 h4 11 Bh2 0-0-0 12 0-0 f6! 13 exf6 gxf6=∞.
(b) 9 Nc3 Ba6∓.
(c) 9 Nbd2 0-0-0∓.
(2.8) 10 h4 Bc8! (10 … Qc5!) 11 Qe2 Qc5 12 Nbd2 Bg4∓.
(2.9) (Δ … Be7) E.g. 12 e6 fxe6 13 e5 (13 Bxc7?? e5, … Qe7) 13 … Be7 14 Nc3 (14 Nbd2 Ba6 15 Re1 Rd8!) 14 … Qc4!∞.

EZ-e4 3.0

3 … Nc6 4 Nf3 Nge7 5 Bg5 (3.1) (3.2) (3.3) h6 6 Bh4 g5 7 Bg3 Ng6 8 Bc4 Bb4+!□ (3.4) 9 c3 Bf8 10 0-0 Bg7∞ (3.5).

(3.1) 5 Bc4:
(a) 5 … Bb7:
(a1) 6 Bf4 Ng6:
(a11) 7 Bg3 Bb4+! 8 c3 Bf8, … Qe7 (x) e5.
(a12) 7 Qd5? Qe7:
(i) 8 Bg3 0-0-0, e.g. 9 Qxf7 Qb4+ 10 Nbd2 Qxb2∓.
(ii) 8 Bg5? f6 9 exf6 gxf6 10 Bd2 Na5 11 Qd4 (11 Qd3??

Bxe4) 11 … c5 12 Qc3 Qxe4+ 13 Be2 0-0-0-+.
(a2) 6 0-0 Ng6∞,e.g. 7 Qd5?! Qe7 8 Bg5 f6 9 exf6 gxf6 10 Bd2 0-0-0 11 Qf7 Qxe4∞.
(a3) 6 Nc3 Ng6 7 Bg5 Be7 8 Bxe7 Qxe7 9 Nd5 Qd8∞ (x) e5.
(b) 5 … Na5!?
(3.2) 5 Nc3 Ng6 6 Bc4 (6 Bg5 Be7 7 Bxe7 Qxe7 8 Nd5 Qd8 (x) e5) 6 … Bb4! 7 Bd2 (7 Qd5 Qe7 8 Bg5 f6 9 exf6 Bxc3+ 10 bxc3 gxf6 11 Be3 Bb7=∞) 7 … Bxc3 8 Bxc3 Qe7 (8 … Bb7? 9 e6) 9 0-0 Bb7∞Δ … 0-0-0/ … 0-0, … N(c6/g6) x e5.
(3.3) 5 Bb5 Ng6! (5 … Bb7 6 0-0 Ng6 7 Bxc6 dxc6! 8 Qxd8+ Rxd8=∞ (x) e5) 6 Bxc6 (6 0-0 Qe7!) 6 … dxc6 7 Qxd8+ Kxd8=∞ (x) e5.
(3.4) 8 … Bb7? 9 0-0 Δ N(b1)-c3-d5.
(3.5) (x) e5, e.g. 11 Qd5?! Qe7 Δ … Bb7.

EZ-e4 4.0

3 … Nc6 4 f4 Bc5 5 Nf3 f6! 6 Bc4 Bb7:

(a) 7 e6 (7 exf6?) 7 … dxe6 8 Bxe6 (8 Qxd8+ Rxd8!∓ 9 Bxe6) 8 … Qxd1+ 9 Kxd1 Rd8+:
(i) 10 Nbd2 Be3 11 f5 Nd4 12 Nxd4 (12 c3 Nxe6) 12 … Bxd2 13 Bxd2 Rxd4∞.
(ii) 10 Bd2 (10 Ke1 Nb4∓) 10 … Nd4 11 Nxd4 Rxd4 12 Nc3 Bb4∞.
(b) 7 Nc3 fxe5:
(b1) 8 fxe5 Bb4 9 0-0 Bxc3 10 bxc3 Qe7 11 Kh1 h6∞.
(b2) 8 Nd5 Na5:
(b21) 9 Bd3 Bxd5 (9 … c6? 10 Nc3 exf4 11 Bxf4 Qe7 12

a3) 10 exd5 exf4 11 Bxf4 Qe7+ 12 Qe2 (12 Be2 0-0-0∓) 12 … Qxe2+ 13 Kxe2 0-0-0∞.
(b22) 9 Nxe5 Nxc4:
(i) 10 Nxc4 Nf6!∓.
(ii) 10 Qh5+ g6 11 Nxg6 hxg6 12 Qxh8 (12 Qxg6+ Kf8 13 f5 Bxd5-+) 12 … Bxd5-+.
(b3) 8 Nxe5 Nxe5 9 fxe5 (9 Qh5+? Ng6 10 f5 Qh4+-+) 9 … Qh4+ 10 g3 Qh3=∞, … 0-0-0.

EZ-e4 5.0

3 … Nc6 4 f4 Bc5 5 Nf3 f6 6 Bb5 Bb7 7 Bxc6:

(a) 7 … dxc6!? 8 Qxd8+ (8 Qe2?!) 8 … Rxd8:
(a1) 9 e6 (9 exf6?) 9 … f5!:
(a11) 10 exf5 Nh6=∞:
(a111) 11 h3 Nxf5 12 g4 Ng3 13 Rh2 h5:
(i) 14 Nc3 Ba6=∞, e.g. 15 Ne5? hxg4.
(ii) 14 Rg2 (14 f5? Bd6∓) 14 … hxg4 15 Rxg3 gxf3 16 Rxf3 Rd6 17 f5 g6 18 Bf4 Rd4 19 Nc3 Bb4!=∞.
(iii) 14 g5 Rd6.
(a112) 11 Ng5 0-0 12 Nc3 (12 e7 Rfe8) 12 … Nxf5=∞.
(a113) 11 Nc3 Nxf5 12 Ne4 Be3=∞, e.g. 13 g4 c5!
(a12) 10 e5 Ne7 11 Nc3 (11 Ng5 0-0, e.g. 12 Nc3 b5 13 a3 h6 Δ … Bc8) 11 … b5 12 Bd2 0-0=∞ Δ … Bc8 (x) e6.
(a2) 9 Nc3 fxe5 10 Nxe5 (10 fxe5 b5!=∞) 10 … Bd4 11 Bd2 Nf6∞.
(b) 7 … Bxc6 8 Nc3 Qc8!?:
(b1) 9 Qe2 Qb7:
(i) 10 a3 fxe5 11 Nxe5 (11 fxe5 a5 12 Be3 Bxe3 13 Qxe3 Ne7=∞ (x) e5) 11 … Bd4 12 Bd2 Bxe5 13 fxe5 0-0-0=∞,

[6]

e.g. 14 Qg4 Ne7 15 Qxg7 Ng6 16 0-0-0 Rdg8 (16 … Bxe4? 17 Bg5) 17 Qf6 Rf8∞.

(ii) 10 Be3 Bb4∞.

(iii) 10 Bd2 b5=∞, e.g. 11 0-0-0 b4 12 Nd5 f5.

(b2) 9 Qd3 Qb7:

(i) 10 a3 a5 11 Bd2 (11 Be3? f5!) 11 … b5=∞, e.g. 11 Nd5? f5.

(ii) 10 Bd2 Bb4∞, e.g. 11 Nd5 Bxd2+ 12 Qxd2 f5.

(iii) 10 Be3? f5.

(b3) 9 Nd5 Qb7 (Δ … f6-f5) 10 c4 b5!□∞.

Let new ideas by the master games derive conclusions.

This EXTRA CONTENTS: First published November 14, 2001 and revised September 17, 2002.

"The Cortez Gambit A Hypothesis", by Edwin L. Cortez,
A chess book
nlpdl.nlp.gov.ph
https://nlpdl.nlp.gov.ph
Subject Guides
NLP - General Book (Thesis,
794 & P114 c. 2010). The
Cortez gambit: A hypothesis/
-2002. Edwin Cortez Pub.;
Tarlac: -63 p.:; 19 cm.

With the intriguing 2 ... e5! Black forces White — at that early! — to clarify matters in the centre at the same time retaining the option to involve the black queen's bishop on its original square or at b7, or about a6 until one becomes apparent in the appointed time to contend.

Plus! Extra Contents

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